Chapter 122

The Path Lit by the Paper Lanterns ②

The end of July, 9:30 AM.

SFX: MIIIN MIIIN MIIIN MIIIN... (CICADAS CHIRPING)

SFX: MIIIN MIIIN MIIIN PAPPAAAH JIIIINA JIHHHYA BUROROO...

Senda-gaya

YO...

Today

SFX: MIIIN MIIIN MIIIN MIIIN JITTORI... (SWEATY) JIIIINA JIIIWA JIIIINA MIIIN MIIIN

is the Class B Group 2 Rank-Deciding Matches' Game 2.

HEEEY.

Moooorning.

SFX: GIRA GIRA SUI---N GOOON

ギラギラ

AH, THAT SOUNDS GOO~~D ...

AH, BUT, YA KNOW,

THIS IS AS SUMMERY AS SUMMER GETS. THIS HEAT CAME AT US LIKE A TON OF BRICKS.

WELL, I KINDA PREFER THEM TO COLD SUM-MERS... IN COLD SUMMERS, RICE DOESN'T GROW.

MY GRAND-PA'S A FARMER, SO THAT ALWAYS MAKES HIM SAD...

DO YOU THINK WE COULD JUST TAKE THE SUBWAY TO THE SHOGI ASSOCIATION BUILDING'S BASEMENT?

HEYYY

And it's not even 10 AM yet, right?

GODDAMN IS IT HOT.

SFX: MIIIN MIIIN MIIIN JIRI JIRI JIRI... MUSHI MUSHI...

ジリジリ ジリ...

I THINK I'M GONNA MELT IF I STAY IN THE SUN...

Cool

Cool

5'00

HP

ミーン ミーン ジリジリ...

MV

Boo Boo

SFX: MIIIN MIIIN MIIIN JIRI JIRI JIRI... YERU YERU...

OH, YEAH.

...

SFX: PITAH

IF BY ANY CHANCE WE FINISH AROUND THE SAME TIME,

YOU WANNA GO TO THE UENO BEER HALL?

SFX: JITTORI (SWEATY) KURUURI (TURRN)

Sweat

じっとり

OH,

SOUNDS GOOD.

—It'll go like this...

As we gaze up at the summer night sky

along with some edamame and some fried food,

a warm breeze blows on us,

we knock back some iiiiiice cold beers...

AH, SUDDENLY THE WILL TO LIVE IS WELLING UP INSIDE ME.

YES, YES, I LIKE IT. I LIKE IT A LOT!

I might be able to push myself all day...

"IT'S 9:30 AM"

OH, I KNOW!!

HOW 'BOUT WE INVITE KIRIYAMA-KYUN, TOO?

HUH? WHY?

HE CAN'T EVEN DRINK BEER YET.

WON'T YOU FEEL BAD WITH HIM HAVING TO DRINK COLA THE WHOLE TIME?

WELL, I MEAN, DON'T YOU WANNA ASK HIM ABOUT STUFF LIKE ...

how Akari-san is doing OR...

what Akari-san's summer plans are?

IN FACT

WHY DON'T WE SAY SOMETHING LIKE "AH, I KNOW. KIRIYAMA, WHY DON'T YOU INVITE AKARI-SAN TO COME HERE?"

Oh man, Smith!

I knew you were a genius!!

Sigh

Yeah, that's right, Smith!! It is summer after all!

That's right, Yoko-mizo!

I mean, even we can go out onto the ocean of love as kings of adventure in this Odaiba summer, right?!

HM?

IT SUDDENLY JUST GOT...

WHAT?

ISN'T KIRIYAMA'S OPPONENT ...

AH, IN HIS MATCH TODAY, SPEAK-ING OF WHICH,

POH ♪

POH

PO PO PO AND POOOOH ♫

WANT SOME BEAAANS ?

♫ THERE YOU GO~~~~ ~~~~ ♪ ♫

ゴオオオオ

♪ ALL OF YOU, ♪ GET ALONG NOW.

EVERY-BODY, COME EAAAT! ♫

SFX: GORO GORO GORO... (THUNDER) GORO GORO... GYAA KAA GYAA AA AAA KAAH KAH KAH GYAA BASASA KAH GYAA GYAA

POH POH POOOH ♪

THE PIGEONS GO POPOOO ♫

SFX: POH... POH...

THAT PERSON, PROBABLY REALLY LIKES KIRIYAMA-KYUN...

...MHM.

I THINK THERE'S A PRETTY GOOD POSSI-BILITY HE'S HIS FAVORITE ...

YEAH, HE PROBA-BLY WILL...

HE MIGHT DRAG IT OUT.....

SFX: POH POH POH

ゴロゴロ...

YOKOMIZO-KUN...

MM...?

HOW ABOUT WE GO STOP BY HATO-MORI SHRINE ...?

YEAH, SOUNDS GOOD...

IT'S IMPORTANT TO VISIT SHRINES ONCE IN A WHILE...

SFX: NZAAAAA...

MM...

ER, WELL, MAYBE...

LET'S GO JUST THE TWO OF US TONIGHT

TO THE BEER HALL...

SFX: KICHIN... (NEAT)

きちん....

YO.

GOOD MORNING.

HUH?

IS IT RAIN-ING?

YEAH, IT KINDA START OUT OF NOWHERE.

SFX: SUN...

—THIS IS OUR FIRST TIME MEETING HIM IN AN OFFICIAL MATCH, ISN'T IT?

I'VE QUITE BEEN LOOKING FORWARD TO THIS.

I DO HOPE WE HAVE A GOOD GAME, KIRIYAMA 6-DAN...

80% of his games were ranging hisha.

LET'S HAVE A GOOD GAME.

I did a lot of studying for this.

SFX: PACHIN

2-2 Kaku Promote...?

— He's trading kakus this early?

2-2 Kaku Pro-mote

3-4 Fu

Sente Nameri-kawa

7-6 Fu

SFX: PACHIN

SFX: PACHIN

Same Gin

—

This is...

T/N: WRONG DIAGONAL KAKU IS WHEN YOU PLACE A CAPTURED KAKU ON A DIAGONAL DIFFERENT FROM THE ONE IT'S ORIGINALLY SET ON, AND THEREFORE IT CAN'T ACCESS THE SAME SQUARES.

THIS IS MY FIRST TIME EVER SEEING IT IN AN ACTUAL MATCH...

WRONG DIAGONAL KAKU, EH?!

OOH...

.....NOW THAT'S SOME-THING I HAVEN'T SEEN IN A WHILE.

Must've been

when I was in 6th year of elementary or 1st year of middle school...

I've seen a game notation of this.

— 'Wrong diagonal kaku'.

平常心

— In spectacular fashion

SFX: GORO GORO GORO. (THUNDER)

he's strayed from everything I researched...

That guy, whenever I would look up during the game,

he'd be staring at my face.

Again and again, just staring.

I just thought back to our last match.

Honestly, I haven't been feeling myself ever since then...

—To be honest, I'm relieved that I won't end up against him this year

I feel like just talking about him is hypnotically suggesting myself.

I don't think I'm gonna talk about any more negative stuff...

Yeah.

I understand... It's okay, Yokomizu.

It's because humans have hearts

that they have troubles.

The 'memory of a loss' has the power to bind a person.

Once you get stuck in a certain mold,

it's not easy to get out.

What are you gonna do, Kiri-yama?

—If you end up losing in a way that you can't forget,

will you feel hurt even in your memory?

SFX: SAAA...

SFX: KURURI (TURRRN)

SFX: SUN... PASHIN

SFK: TOSAH

5-2 Kin Right

3-4 Kaku

6-5 Kaku !!!

HO—!

So brash!!

'Opposing wrong diagonal kakus!!'

This-19 year-old just took the plunge!!

There it is, the next-generation-type god's child has arrrrived!

Say nooow...

What's with that genius-like prim face?

It's pissing me off!

— Lose! Lose and get the idea that you're not any good stuck in your head!!

at the dawn of your incredible comeback

kindly instruct Yokomizu and I about your newly found knowhow.

But until then, it's gonna be a long journey!!!

— Shouted Smith, someone's child, in his head as he looked at the face of his prim-faced kouhai.

Chapter 122 END

March comes in like a lion

Chica Umino

Senzaki Manabu's Lion Shogi Column
AN ARTICLE BY SENZAKI MANABU
3

SURPRISE ATTACK STRATEGIES ①

When I talk with amateurs, they ask me things like how to do moves that are pretty good for super-quick battles like Demon Killer and Hayashida. The Demon Killer is where you make your kei hop around as soon as the game starts. Hayashida is where you do a third-file hisha and then gradually attack through the vertical files. These go well when your opponent doesn't know how to defend against it, in that case they've got incredible destructive power, but if they're properly guarded against, they fail. So I tell them it's not something worth pursuing. If there is such a simple reliable way to win, then I hope somebody tells me.

In pro shogi play, these two strategies never appear at all. Well, of course they don't. Because any pro would defend against them the right way. And in shogi, the initial placement of your pieces is setup well for defense, so suddenly going into attack mode generally won't go well. To make a good defensive formation you just need to move your kin and gin up a bit, but getting into a good attack formation takes time.

So that means that pros have no surprise attacks... Yep, boring. It's a world with an immense lack of any sense of adventure. People talk about how they wanna have fun when they win and make money having fun. But even if I tell them things like it's just a sad truth about humanity, they still want to find some way of doing it. And that aspect really is no different with pros. And that's why with pros, there are surprise attacks they spend a whole lot of time thinking about.

The phrase 'surprise attack' is originally a military term. Something achieved by inviting your opponent to let their guard down and attack them in their sleep. So you need to get your opponent to let their guard down. Now, in shogi, players are taught from childhood never to let their guard down. So how do you get the best players to do it?

The way I look at it, the greatest pro surprise attack is the Fujii System developed by Fujii 9-dan. In it, you use ranging hisha and if your opponent is making an anaguma castle, seeking a war of attrition, you attack them like crazy. You make your own anaguma so you can't be attacked until the endgame and then launch an attack at a nonchalant opponent. All surprise attack strategies end in mates. So of course they can be a compelling option.

However, there's a sad fate to surprise attacks. If your opponent has a good stance against it, then at that moment it's no longer a surprise attack, but just a regular strategy. Even something as famous as the Fujii System faces this dilemma. And nowadays it's almost always seen coming.

So then, the real question starts here. It's because people forget about surprise attacks that sometimes they go full cycle and have a revival.

For example, maybe something like this. Say I'm in a match with classical-style player A-san. I'm a static hisha type of player, so naturally he expects me to play a shape like yagura or side fu. So he begins working on a counter strategy to that----. That's an all-too-common formation, so he doesn't take any particularly special measures. But but then I make a different sort of move. (Continued in part 2).

3-GATSU NO LION VOLUME 12

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